

In re application of: Robert A. Luciano et al.

Serial Number: 09/757,384

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1998, now U.S. patent number 6,105,962. This application is further a continuation-in-part application of U.S. patent application number 09/527,705, filed March 17, 2000, which claims the benefit and priority of U.S. provisional application number 60/126,052, filed March 23, 1999.

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On page 4, lines 4-5:

Because of the physical curvature of a reel, it is generally only possible to view symbols on a reel that are within a players view.

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On page 4, line 7:

Therefore, wheels may display a greater number of symbols than reels.

On page 12, lines 9-12:

15 More specifically, wager locations 290 are positioned at least partially around the peripheral of first group 240; wager locations 292 are positioned at least partially around the peripheral of second group 260; and wager locations 294 are positioned at least partially around the peripheral of third group 280.

20 On page 13, lines 20-21:

In this embodiment, wheels 502 and 504 are adjacent to each other and at least one pay line is provided.

On page 15, lines 1-3

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When a number is generated, it is compared with a wheel stopping position table that contains all of the possible stopping positions for all of the wheels.

On page 18, lines 20-22

5 The wheel drive motors 42a, 42b, and 42c are brake gear motors of the known stepping form which separately rotate each wheel 242, 244, and 246 through a predetermined number of angular increments that is determined by the control circuitry and which varies during successive games.

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On page 19, lines 3-4

Motor control circuits, which are microprocessor controlled require tracking of the rotary movement of the indicia carrying rotatable members by the microprocessor 56.

15 On page 19, lines 13-15

Tracking means 57 includes a bracket 58 that extends forward from the front circular support plate 33, past the peripheries of each of the wheels 242, 244, and 246, and into the front structural member 41.

20 On page 24, lines 1-3

Each game device 204 is linked to display unit 202 by a communication device 206. Communication device 206 may use many different communication protocols and systems, such as Ethernet communication protocols, network cards, and cables.